

CLAIMS

1. An interactive toy for exploring emotional experience, comprising:
 - (a) a plurality of playpieces, each playpiece corresponding to a particular emotion; and
 - (b) a container comprising a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play.
2. The interactive toy of claim 1, wherein each playpiece comprises one or more unique indicia of the particular emotion corresponding to such playpiece.
3. The interactive toy of claim 2, wherein the unique indicia is selected from text information, texture, color scheme, shape, graphic information, and combinations thereof.
4. The interactive toy of claim 1, wherein the playpieces comprise a first playpiece corresponding to love, a second playpiece corresponding to sad, a third playpiece corresponding to happiness, a fourth playpiece corresponding to mad, and a fifth playpiece corresponding to being scared.
5. The interactive toy of claim 4, wherein the second, third, fourth and fifth playpieces each comprise a respective unique color scheme and wherein the first playpiece comprises a color scheme that includes a combination of the color schemes of the second, third, fourth, and fifth playpieces.
6. The interactive toy of claim 4, wherein the sad playpiece is tear drop-shaped.
7. The interactive toy of claim 4, wherein the happy playpiece is sun-shaped.
8. The interactive toy of claim 1, wherein the mad playpiece is fire-shaped.
9. The interactive toy of claim 1, wherein the scared playpiece is ghost-shaped.

Ent F15

10. The interactive toy of claim 1, wherein one or more of the playpieces each respectively comprises one or more panels enclosing a stuffing material.

11. The interactive toy of claim 1, wherein the container is heart-shaped.

12. The interactive toy of claim 1, wherein the container is a plush, pillow bag.

6/15

13. A method of exploring emotional experience, comprising the steps of:

- (a) providing a toy comprising a plurality of playpieces, each playpiece corresponding to a particular emotion, a container comprising a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play; and
- (b) interacting with the toy.

Ent C15

14. The method of claim 11, comprising visually, kinesthetically, and linguistically interacting with the toy.

15. The method of claim 11, wherein step (b) comprises withdrawing a playpiece from the container.

16. The method of claim 13, further comprising naming the emotion corresponding to the playpiece.

ADD D37